

FIG. 1A SCENE CHANGE

△ △ △ △ △ △ △ △ △ △

FIG. 1B INPUT AUDIO



FIG. 1C INPUT AUDIO MODE



FIG. 1D SOUND ABSENCE & SCENE CHANGE

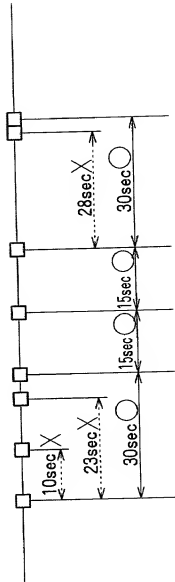
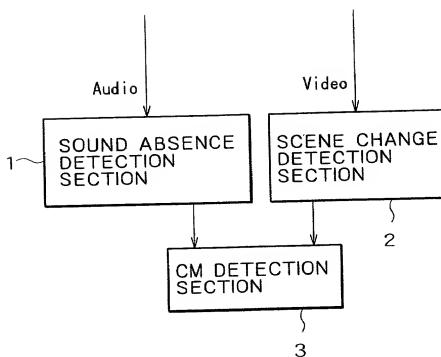
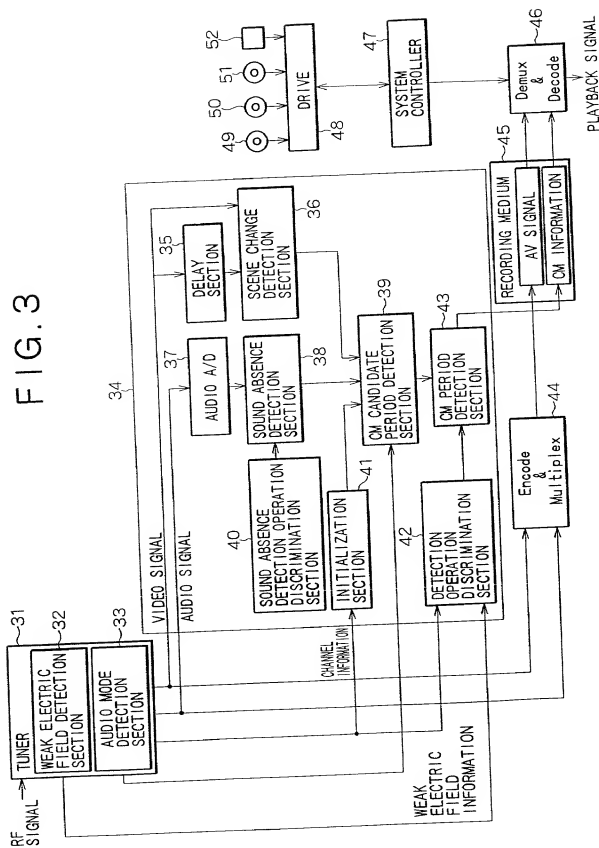


FIG. 2



3.
G.
F.



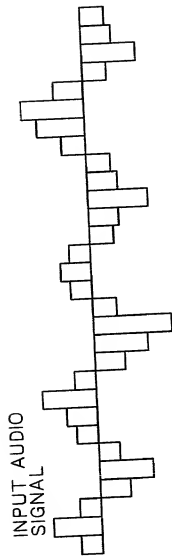


FIG. 4A

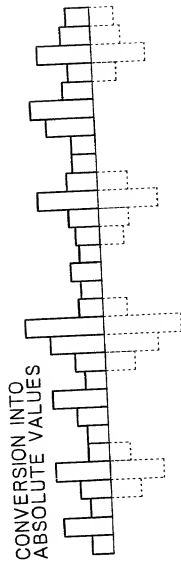


FIG. 4B

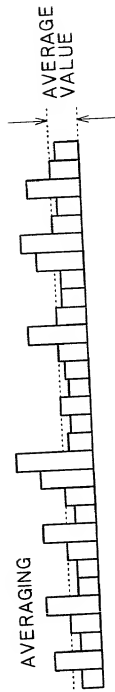


FIG. 4C

09903162.071101

FIG.5

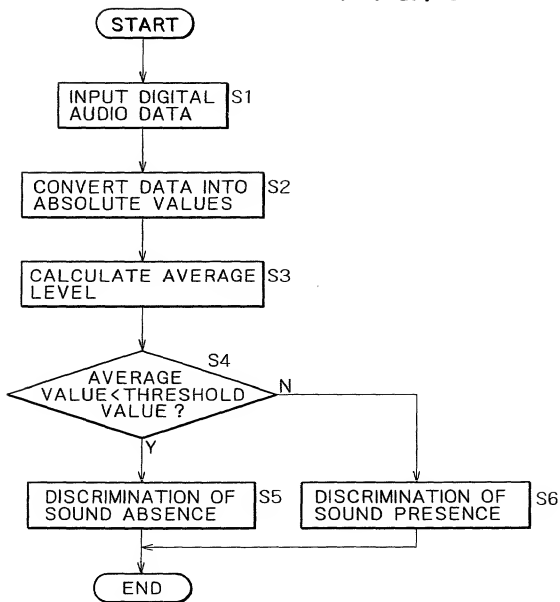


FIG. 6

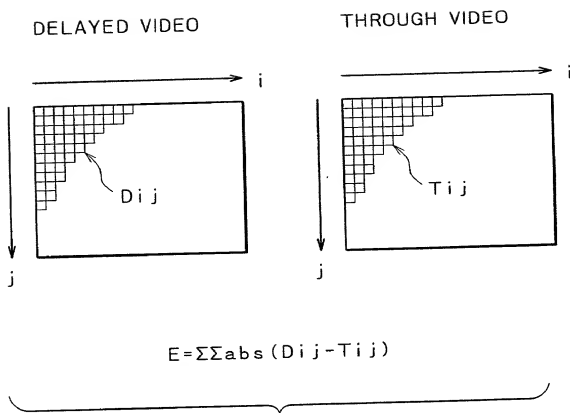


FIG. 7

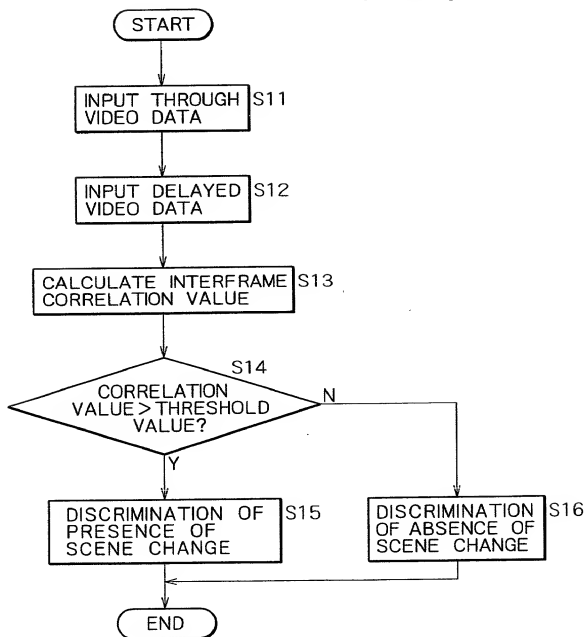


FIG. 8

FRAME NUMBER	0	1	2	3	4	5	6	7	8	9	10	11	12	13	450	451	452	453	454	455	456	457
SOUND ABSENCE DETECTION OUTPUT	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
SCENE CHANGE DETECTION OUTPUT	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
AUDIO MODE OUTPUT	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0

← 450 FRAMES = 15 seconds →

FIG. 9

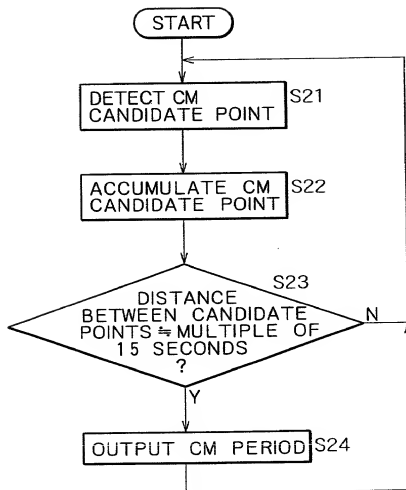


FIG. 10

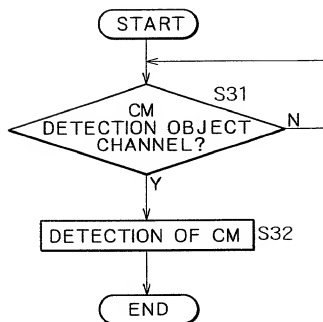


FIG. 11

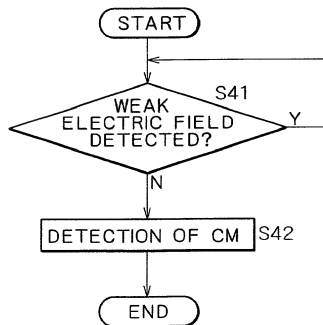


FIG. 12

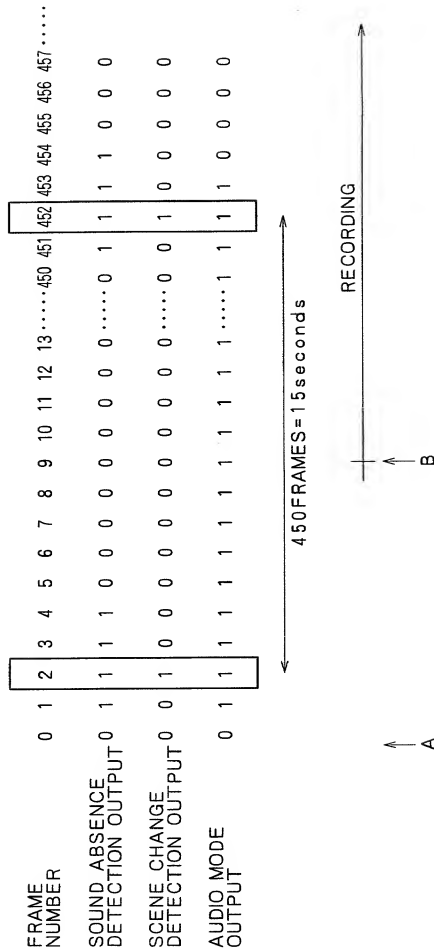
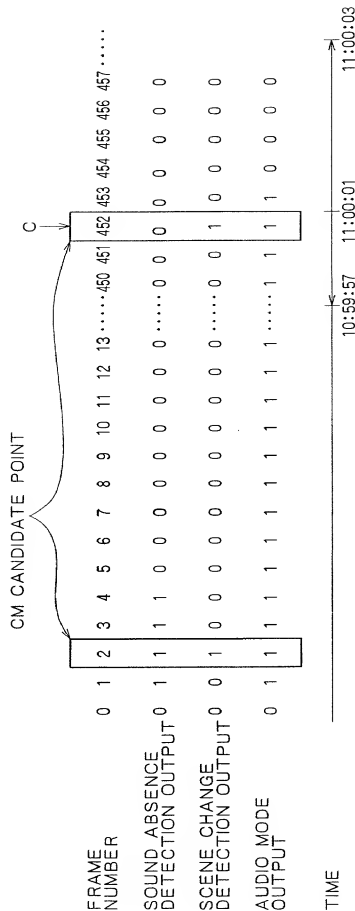
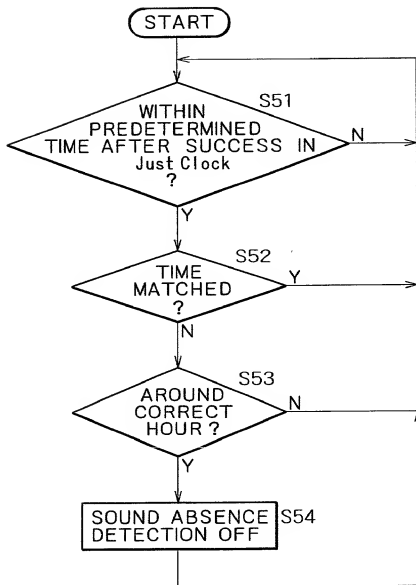


FIG.13



※ SOUND ABSENCE DETECTION OUTPUT IS IGNORED
WITHIN 3 SECONDS AROUND EVERY CORRECT HOUR
IF TIME MATCHING IS NOT PERFORMED BY USER
AFTER JUST CLOCK OPERATION IS PERFORMED

FIG. 14



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101170-5918660

FIG. 15

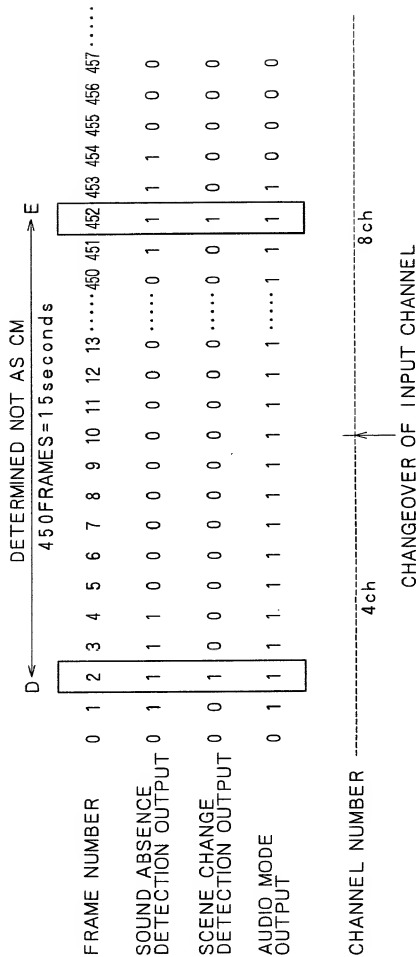


FIG.16

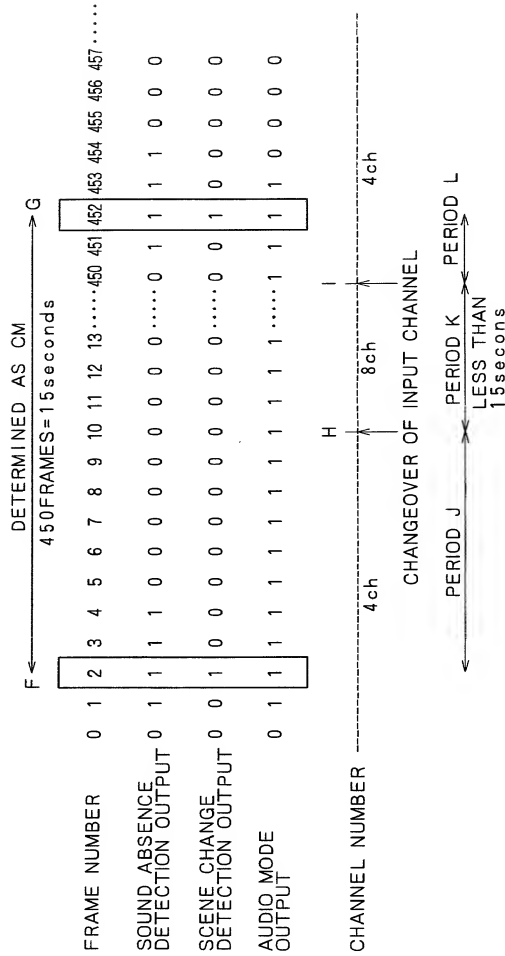


FIG. 17A

FIG. 17B

FIG. 17C

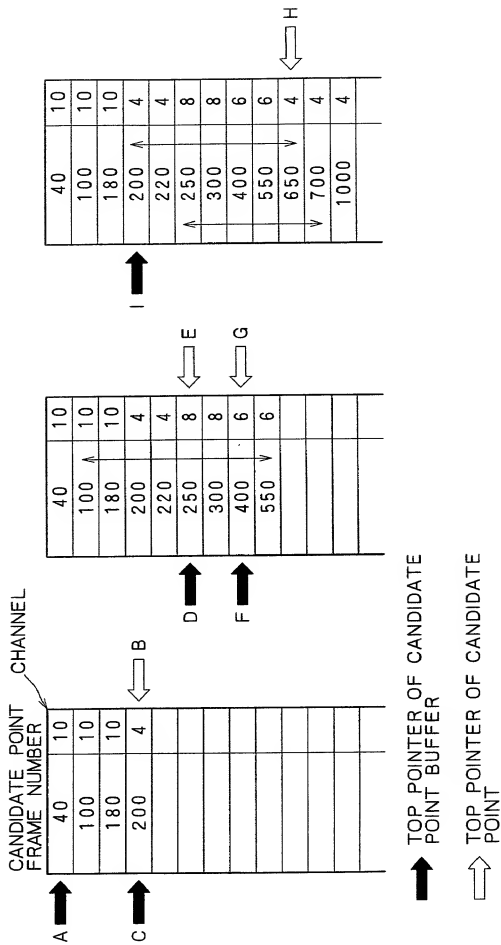


FIG. 18

PLAYBACK USING CM INFORMATION

AV STREAM

CM PERIOD

